Rochester Recreation Center 21 Elton Hills Dr NW Rochester, MN 55901 507-328-2500



Open Stick & Puck

The purpose of "Stick & Puck" time is to provide players the opportunity to practice things they cannot practice during public sessions and other hockey related ice times. This includes, but is not limited to: basic skating skills, power skating, stick handling, and shooting technique. Stick & Puck also provides a less crowded environment for private instruction. Open sessions are for all ages. Typically we would encourage older players to stay on one half of the rink and leave the other for younger players. This all depends on the number of skaters that come and their ages.

Dates & Times

May 14th	7:00-8:45 p.m.
May 16th	1:00-2:45 p.m.
June 12th	1:00-2:45 p.m. & 7:00-8:45 p.m.
June 13th	1:00-2:45 p.m.
June 20th	1:00-2:45 p.m.
July 2nd	7:00-8:45 p.m.
July 3rd	1:00-2:45 p.m. & 7:00-8:45 p.m.
July 10th	1:00-2:45 p.m. & 7:00-8:45 p.m.
July 24th	1:00-2:45 p.m. & 7:00-8:45 p.m.
July 25th	1:00-2:45 p.m.
July 31st	1:00-2:45 p.m. & 7:00-8:45 p.m.
August 1st	1:00-2:45 p.m.
August 7th	1:00-2:45 p.m. & 7:00-8:45 p.m.
August 8th	1:00-2:45 p.m.

Rules

- Everyone on the ice needs to sign in at the cashier booth and purchase a ticket.
- Each player must have their own helmet, skates, gloves and stick.
- Full equipment is recommended.
- Helmets <u>MUST</u> be worn at all times, including the bench area. All participants under the age of 18 must wear a full shield.
- Full face shields are strongly recommended.
- There are to be no small/full ice games during Stick & Puck. No scrimmaging.
- Private lessons are one coach; one player. No group lessons.
- It is not the responsibility of the rink to provide pucks or equipment.
- Be aware of those around you when shooting/skating for a puck.
- Goalies play for FREE.
- Violation of these rules will result in ejection from the ice with no refund.

Phone: 507-328-2500 Web: www.rochestermn.gov Schedule Phone: 507-328-2501

> Cost \$4.00 for adults \$3.00 for students \$2.00 skate rental

